Computer
- GetTypeName(): string

Smartphone
- GetTypeName(): string

Asset
- Brand: string
- Model: string
- PurchaseDate: DateTime
- Price: Price
- Office: Office

- GetTypeName(): string

Price
- Amount: decimal
- Currency: string

Office
- Name: string
- Currency: string

AssetManager
- assets: List<Asset>

- AddAsset(asset: Asset): void
- AddAssetFromUser(): void
- PrintAssets(): void

CurrencyConverter
- UpdateRates(): void
- Convert(amount: decimal, from: string, to: string): decimal